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THE LORD OF THE RINGS™

BATTLE GAMES
in Middle-earth™

1

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THE LORD OF THE RINGS

BATTLE GAMES in Middle-earth™

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Guide to Middle-earth™ 1-5

An overview of the characters and lands of Middle-earth and the quest of the Fellowship of The Ring, plus the story of Aragorn, protector to the Ringbearer, and heir to the throne of Gondor.

Playing the Game 6-7

Never played a tabletop wargame before? This section introduces the hobby and what you'll need to fight battles in the world of Middle-earth.

Battle Game 8-13

Assemble your models and have a go at the 'Goblin Ambush' scenario. Will the valiant Aragorn be able to fend off a surprise attack by the evil Moria Goblins?

Painting Workshop 14-17

Now that you've played a game with your new models, it's time to paint them. This Gaming Guide features comprehensive, step-by-step instructions for painting your miniature warriors.

Modelling Workshop 18-21

Scenery making is an important and enjoyable part of *The Lord of The Rings* gaming hobby. These pages will give you hints and tips on building your first battlefield.

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Models not recommended for children under 36 months due to small parts and essential pointed components. Citadel miniatures are fine scale models designed for gamers and collectors. Retain packaging for future reference.

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Welcome to the lands of Middle-earth!™

Whether you are a seasoned campaigner or a complete novice,* Battle Games in Middle-earth *will teach you all you need to know about painting, modelling and gaming in the mysterious world of Middle-earth.

The Gaming Guide and miniatures provided in each Pack allow you to recreate scenes from *The Lord of The Rings* films, such as the Fellowship's dramatic flight from the Mines of Moria, the climactic confrontation at Amon Hen and the awe-inspiring siege of Helm's Deep. You'll also learn how to paint your models to stunning effect and, using simple techniques, create fantastic gaming scenery.

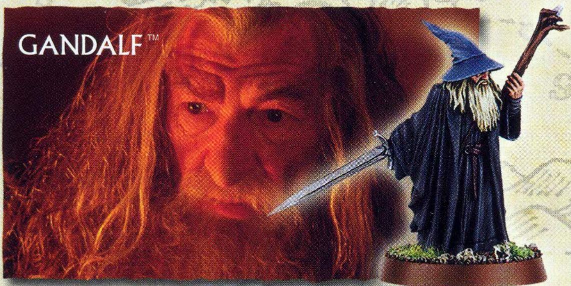
You don't need fully painted models and a scenic game board to play your first few games – in fact most hobbyists' first battles are played out on the kitchen table with unpainted miniatures. In this first Gaming Guide you'll find an introduction to the basic rules of the game and a simple scenario that pits the mighty Aragorn against a horde of Moria Goblins. There's also a step-by-step guide to painting the models you will have received in this Gaming Pack, as well as advice on how to create a basic but effective battlefield on which to play your games.

Let battle commence…

THE LORD OF THE RINGS™

A dark time has descended upon the lands of Middle-earth. The evil Lord Sauron has amassed a huge army of vile Orcs with which he threatens to enslave all of the Free Peoples of Middle-earth. Yet without the One Ring, the source of his power, Sauron remains vulnerable. Fate has placed the Ring in the unlikely hands of one Frodo Baggins, a home-loving Hobbit from the Shire. Once the true nature of the Ring is discovered, Frodo sets off for the dark land of Mordor to destroy the Ring in the only way possible – by casting it into the fires of Mount Doom in which it was forged. Accompanying him on this perilous quest are eight representatives of the Free Peoples – together they are known as 'The Fellowship of The Ring'.

THE FELLOWSHIP OF THE RING™



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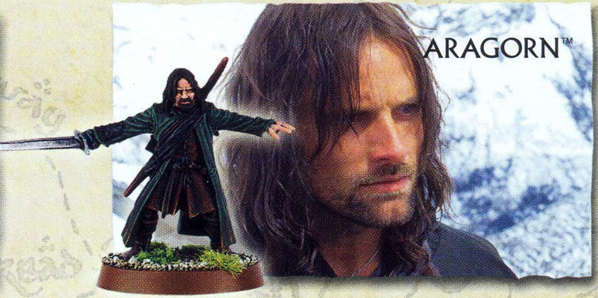

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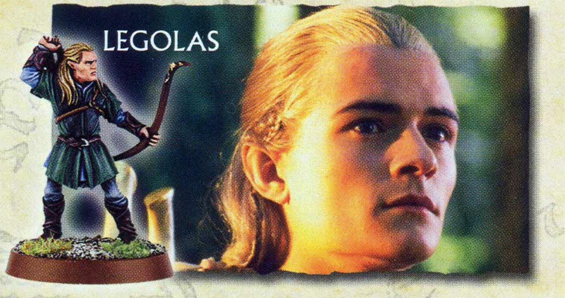

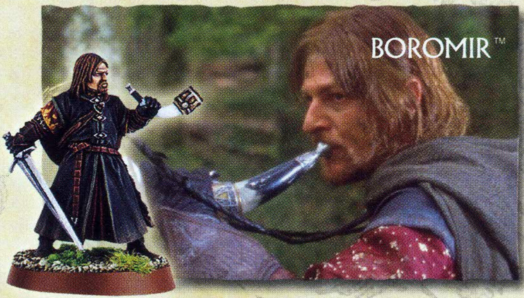

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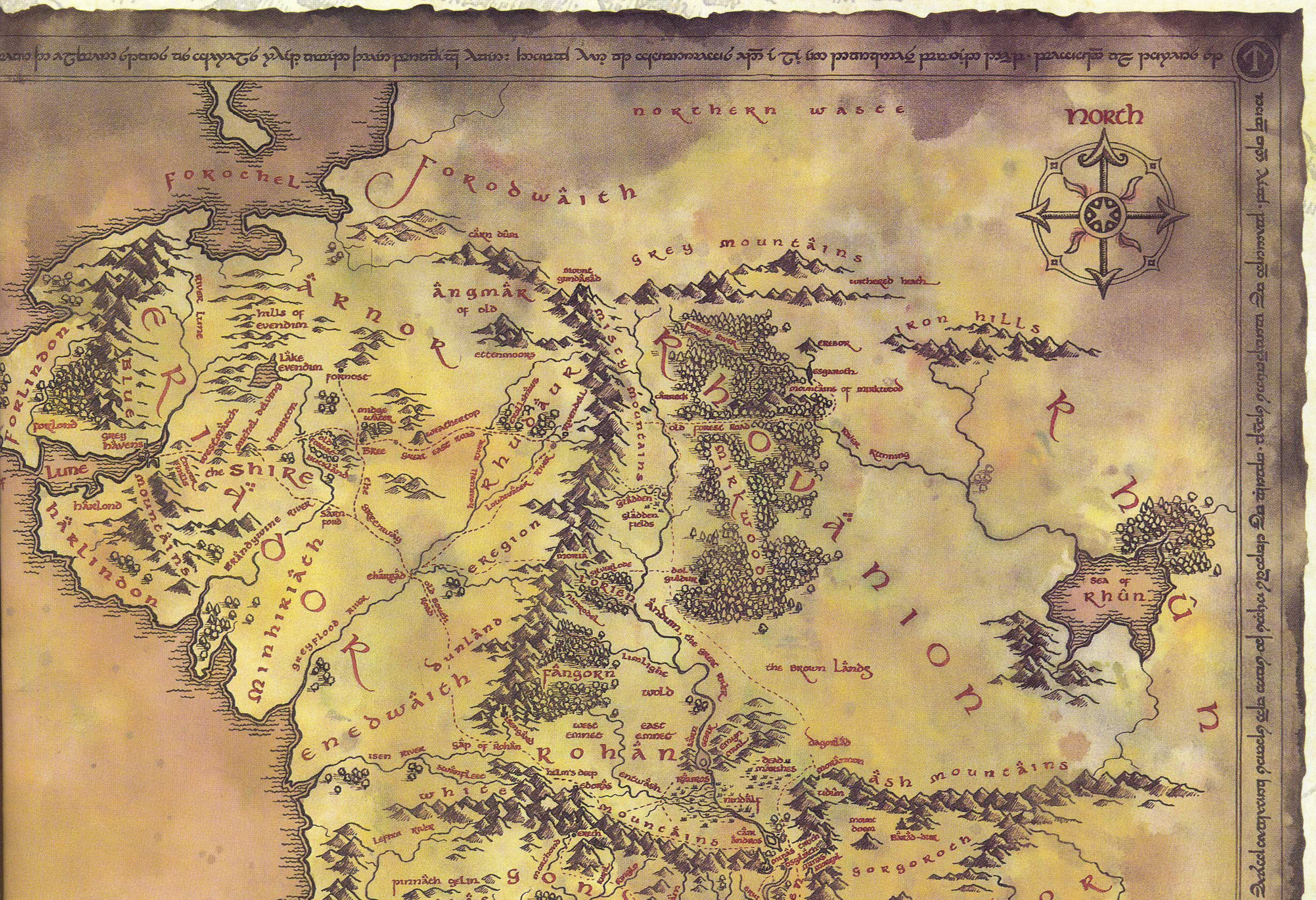

Middle Earth
North
Northern Waste
Forochel
Forodwaith
Carn Dûm
Grey Mountains
Withered Heath
Mount Gundabad
Angmar of old
Iron Hills
Erebor
Esgaroth
Mountains of Mirkwood
Arnor
Eriador
Hills of Evendim
Lake Evendim
Fornost
Ettenmoors
Misty Mountains
Rhovanion
Mirkwood
Old Forest Road
River Running
Rhûn
Sea of Rhûn
Forlindon
Blue Mountains
Forlond
Grey Havens
Lune
Harlond
Harlindon
The Shire
Bree
Weathertop
Rhudaur
Brandywine River
Sarn Ford
Minhiriath
Tharbad
Eregion
Moria
Gladden Fields
Lothlórien
Dol Guldur
Anduin, the Great River
Greyflood River
Dunland
Enedwaith
Fangorn
Limlight
Wold
The Brown Lands
Dagorlad
Ash Mountains
West Emnet
East Emnet
Rohan
Gap of Rohan
Isen River
Helm's Deep
Edoras
Entwash
Dead Marshes
Rauros
White Mountains
Lefnui River
Pinnath Gelin
Anfalas
Gondor
Mount Doom
Barad-dûr
Gorgoroth
Mordor
Sea of Nurnen
Nurn
Mountains of Shadow
Ithilien
Belfalas
Lebennin
Poros River
Bay of Belfalas
Harondor
Khând
Near Harad
City of the Corsairs
Havens of Umbar
Umbar
Haradwaith
Far Harad

Aragorn™ – King of Men

The Lord of The Rings *films contain all the inspiration you could ever need for your* Battle Games in Middle-earth. *Here we detail some of Aragorn's fiercest battles, which you will soon be able to play out on the tabletop.*

➤ BATTLE AT WEATHERTOP
Aragorn beats back the Ringwraiths' attack.

After guiding the Hobbits from peril at the village of Bree, Aragorn is forced into battle against the evil Ringwraiths at the summit of Weathertop. Driving away such relentless and cruel foes is no mean task for Strider, but the danger is far from over. Aiding the Hobbits' escape to Rivendell, he swears to defend Frodo with his life. These words are not spoken lightly, and form a bond stronger than steel. Responsibility for the Ringbearer, and all of Middle-earth, weighs heavily on Aragorn.

In the Mines of Moria

The Fellowship are attacked by marauding Goblins and an enormous Cave Troll. Aragorn's resolve never wavers, and even after the apparent loss of Gandalf, his friend and mentor, his first thoughts are for the safety of the Ringbearer.

Amon Hen

At the summit of Amon Hen the Fellowship is ambushed by the Uruk-hai. Boromir is slain by the mighty Lurtz, and an enraged Aragorn takes revenge for the death of his valiant comrade.

The Plains of Rohan

After the death of Boromir and the breaking of the Fellowship, Aragorn rallies the dejected Legolas and Gimli. They set out in search of Merry and Pippin, determined to rescue them from the clutches of Saruman's evil minions. Aragorn's knowledge of fieldcraft proves invaluable, as he equals even Legolas's tracking skills.

The last of the Fellowship eventually reach Rohan. Here they aid the Rohirrim in their skirmishes against the Orc Warg Riders led by the mighty Sharku. Aragorn is separated from the others during the battle, and for a time is feared dead by his comrades.

▲ KIDNAPPED

Despite the best efforts of the Fellowship, Merry and Pippin are abducted.

➤ EXPERT RIDER

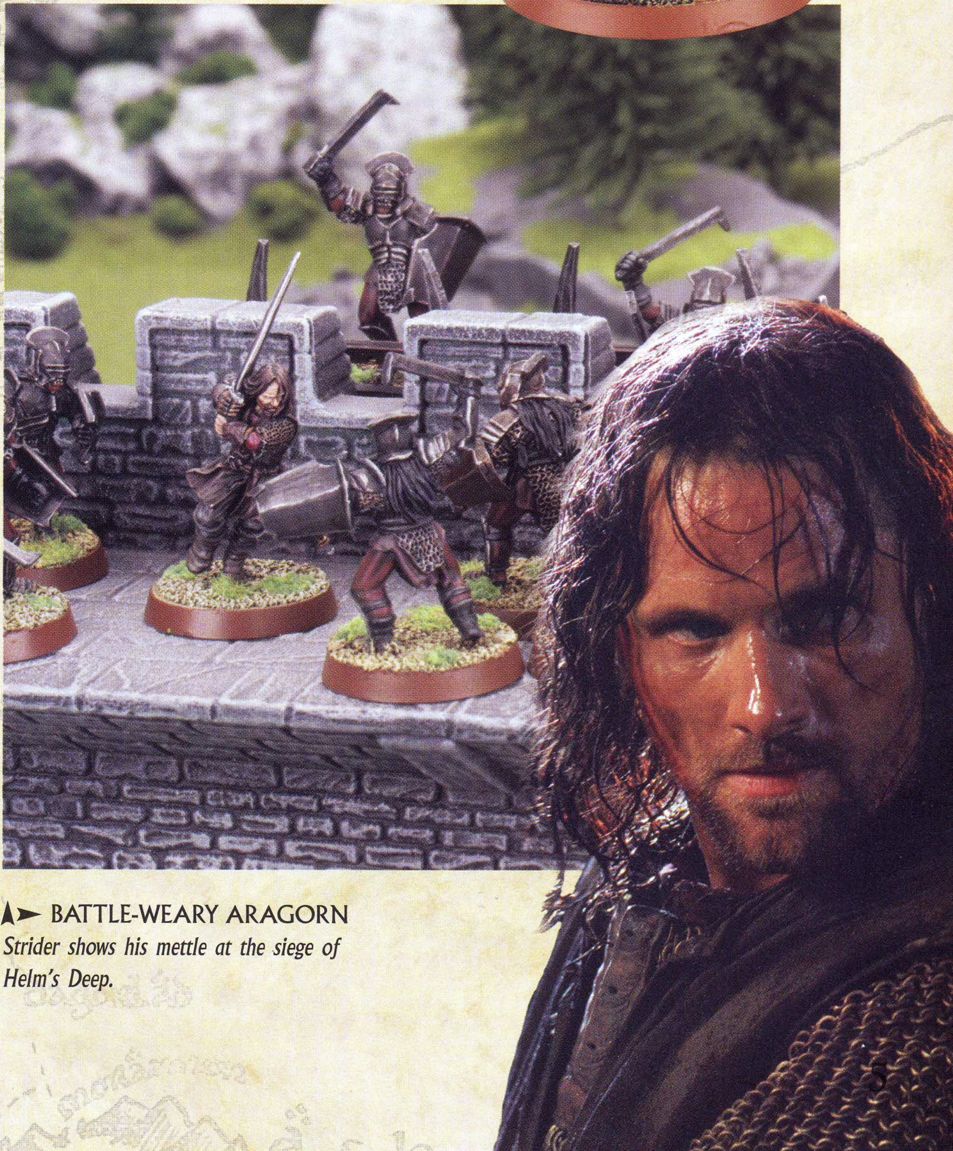
Aragorn is as adept at fighting on horseback as he is on foot.

The Battle for Helm's Deep

In fact, Aragorn is merely wounded and unconscious. After recovering his strength, he makes his way to Helm's Deep, where he is reunited with Legolas, Gimli and Gandalf. During a massive siege, the forces of Good are assailed by ten thousand Uruk-hai. Aragorn, commanding a force of Men and Elves, leads a desperate last charge against the Uruk-hai so that the women and children may escape through the subterranean tunnels. Aragorn once again grieves at the huge loss of life, but his duty, as ever, comes first.

Aragorn, having taken a commanding role at Helm's Deep, begins to realise the power he holds. His noble blood gives him the potential to unite the kingdom of Men into a force strong enough to oppose Sauron. Whatever else may befall him, it is certain that he will never shrink from fighting the forces of evil.

These are just a few of the epic battles you can play out in your games, and we'll be presenting full scenarios for many of them. Future *Battle Games in Middle-earth* Gaming Packs will include miniatures of Aragorn (Pack 6) and many of his noble allies, as well as dozens of the fearsome enemies arrayed against him. The possibilities for exciting battles are endless!



▲➤ BATTLE-WEARY ARAGORN

Strider shows his mettle at the siege of Helm's Deep.

Getting Started

Battle Games in Middle-earth *allows you to recreate everything from small skirmishes with a handful of models on either side, to epic conflicts involving hundreds of warriors. Most battles are fought between two players, one controlling the heroic Free Peoples (the Good side), the other the terrifying Forces of Darkness (the Evil side).*

▼► GAMING ACTION

Players use model warriors, six-sided dice and a measure to fight their tabletop battles. Painting your warriors and creating a realistic battlefield with scenery also adds realism to the gaming experience.

In tabletop gaming, players choose the scenario they want to play and then set up the game board to represent the scene. They then battle it out until one player achieves their side's objectives, such as crushing their foes or seizing control of a particular section of the board, and wins. Between battles players expand their forces with new warriors to pit against their enemies. Each *Battle Games in Middle-earth* Gaming Pack features a Battle Game for you to play, and you'll also receive model warriors to use in your games. In addition, you'll find in-depth coverage of the rules, and learn how to paint your models and create gaming scenery.

YOU WILL NEED

TAPE MEASURE
RECORD SHEET
SIX-SIDED DICE
PEN OR PENCIL
SOMEWHERE TO PLAY
WARRIORS
SCENERY (OPTIONAL)

◄ READY TO PLAY
Creating a Battle Games in Middle-earth *gaming area for your warriors is easy – all you need to get started is a flat surface such as a kitchen table or coffee table.*

GAMES WORKSHOP

Tape Measure

The movement of your models and the shooting of weapons requires the use of a tape measure, marked in centimetres or inches – however a measuring stick or ruler will also suffice. You can use either centimetres or inches for your games, but don't mix the two. All measurements should be rounded up to the nearest full centimetre or half inch.

Record Sheet

It is useful to have some means of recording details relating to the actions and movements of the warriors, which you can then refer to throughout the game. To do this you should have a pen or pencil and a sheet of paper to hand, simply copying down the various details that you need record.

Dice

You will need several six-sided dice to play *Battle Games in Middle-earth* – ideally you should have three to six dice to cover all eventualities.

Somewhere to Play

Any reasonably flat surface will do – a kitchen table, table-tennis table, desk or work surface can be turned into a battlefield for your warriors. You can even use the floor!

Warriors

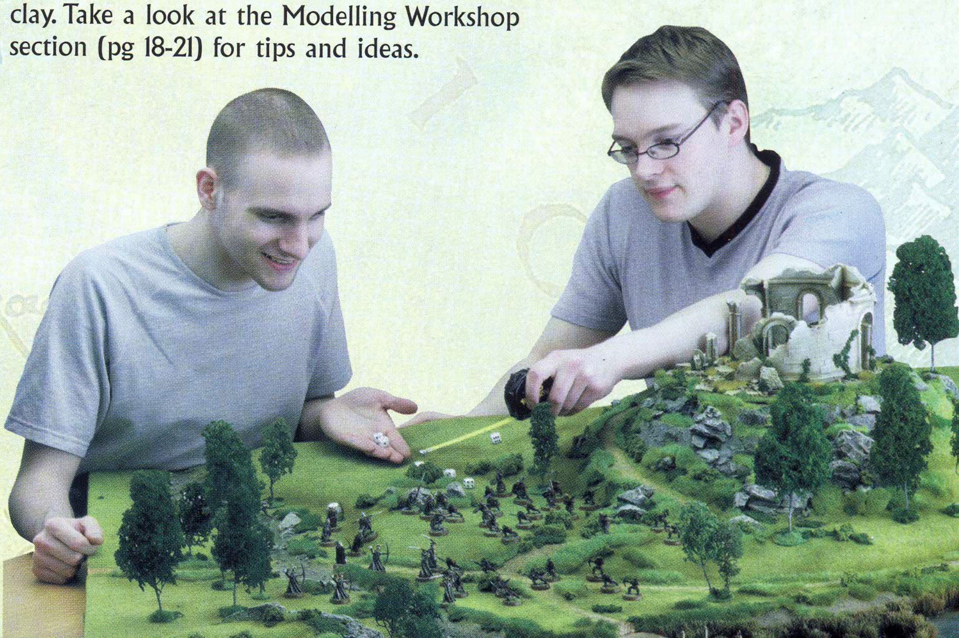
Any number of model warriors can take part – from a handful to many hundreds. It's best to start with a few models on each side, as we do in this Gaming Guide's Battle Game section (pg 8-13), and familiarise yourself with the rules before attempting a huge battle involving more figures.

Scenery

You don't actually need scenery for your playing area at all – but a featureless, flat expanse is a bit dull! A few tumbled ruins, rocks and trees will help to set the scene. These can be made at home, purchased separately from Games Workshop stores, or improvised from pieces of card or modelling clay. Take a look at the Modelling Workshop section (pg 18-21) for tips and ideas.

> *'Even the smallest person can change the course of the future'*
>
> GALADRIEL TO FRODO

▼ WEATHERTOP
This highly detailed battlefield recreates the rugged Middle-earth setting of Weathertop.



Goblin™ Ambush

A tabletop gaming scenario determines the setting and combatants for a battle, along with the objectives for both sides. It also sets out the terrain to be played over and any special rules that govern the confrontation. This first scenario is a simple one to get you started, pitting the heroic Aragorn against the vile Moria Goblins.

This introductory scenario represents one of the many encounters that Aragorn would have had in his duties as a ranger travelling the wild lands of Middle-earth. In this confrontation Aragorn's fighting prowess is tested to the limit as he takes on hordes of evil Moria Goblins. In his journey across Middle-earth, the heroic warrior has unwittingly wandered too close to a Goblin lair and must now defend himself against a surprise attack. Equipped with the gaming essentials listed in Playing the Game (pg 6-7) and your own skill and judgment, you're ready to play your first game. Once you've familiarised yourself with the combatants, turn to page 10 to begin.

Learning the Rules

The rules presented in this *Battle Games in Middle-earth* Gaming Guide allow you to play a simple game, but this is just the beginning. As you collect further Packs you'll learn more advanced rules, which cover everything from warriors' special abilities to using different types of weapons and even casting magical spells!

YOU WILL NEED

SIX-SIDED DICE
MEASURE
PEN OR PENCIL
RECORD SHEET
ARAGORN
MORIA GOBLINS

◄ GOBLIN WARRIORS
These fully painted Goblins are ready to take on the mighty Aragorn in our 'Goblin Ambush' Battle Game. Detailed painting instructions can be found elsewhere in this Gaming Guide.

THE COMBATANTS

In this first *Battle Games in Middle-earth* Gaming Pack you will have received 12 unpainted plastic Moria Goblin miniatures. The warriors come in three different types – swordsmen, spearmen and bowmen. To play 'Goblin Ambush' you'll also need an Aragorn model – a metal Aragorn miniature will be included in Pack 6, but in the meantime, you can use the card Aragorn figure featured on the special sheet also supplied in this Pack. The Goblins and Aragorn represent all the combatants you'll need to play 'Goblin Ambush', and they will also come in useful in future Battle Games. In the Painting Workshop (pg 14-17) you'll learn how to make your Goblin models more realistic in appearance by following the step-by-step painting guide. A paintbrush and black, brown, green and silver acrylic paints are supplied in this Pack.

➤ *An unpainted Aragorn miniature.*

▼*Your 12 unpainted Moria Goblin spearmen, swordsmen and bowmen.*

CHARACTER PROFILES

Aragorn™

Also known as Strider, Aragorn is the descendant of Elendil and the last heir to the throne of Gondor. His rough and weather-hewn appearance speaks of a hard life spent battling evil in wild places. Aragorn becomes the protector of the Hobbits, prepared to sacrifice his life to defend the Ringbearer, Frodo, and his companions, and is one of the greatest heroes of the Fellowship. The fate of both Aragorn and the Ringbearer are inexorably bound together with the fate of the lands of Middle-earth itself.

'Let's hunt some Orc'

Moria Goblins™

These small, mean-spirited creatures live a troglodyte existence in the numerous passages beneath the Misty Mountains. The ancient Dwarf tunnels of Moria have become home to these loathsome monsters. They scuttle through the labyrinthine tunnels with amazing dexterity, attacking, destroying and consuming any unwary intruders who dare to venture into their dark subterranean realm.

How to Play

To play a Battle Games in Middle-earth *scenario such as 'Goblin Ambush', players use a turn system. During each turn models can move, shoot bows, and fight each other in hand–to–hand combat. These various actions take place in sequence within a turn, which is divided into four separate phases.*

PREPARATION

The Scenario

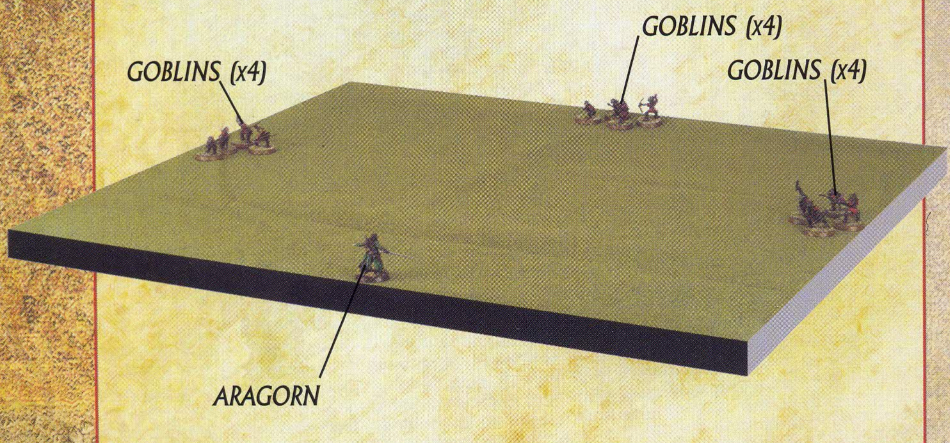
This first scenario pitches the noble Aragorn against twelve Moria Goblins. One player (the Good side) controls the hero and the other (the Evil side) gets to control the twelve evil creatures. It might seem an uneven fight, but for this first game we are using a simplified version of the full game rules – if we were to use the full rules Aragorn would probably massacre the poor Goblins!

Model Assembly

Before play begins you'll need to assemble your models. For full instructions on how to do this, turn to 'Preparing Your Models' on page 13 in the Painting Workshop section.

The Gaming Area

To begin you need a gaming area, a flat surface of 60cm x 60cm/2' by 2' (the best solution is probably to use a table, but even the floor will do). The Good player places Aragorn in the middle of one of the sides of the gaming area, and the Evil player places the Goblins in three groups of four Goblins in the centre of each of the three remaining sides of the gaming area (see below). If you have any scenery, feel free to place it on the board in a way which both players are happy with to make a more interesting game. You are now ready to begin the game.



The Phases

The four different phases that make up the turn sequence are as follows:

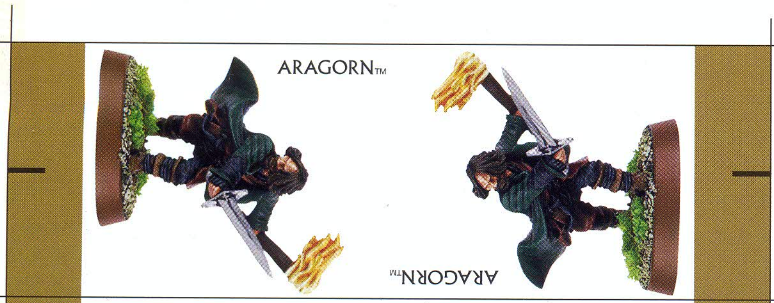
① Priority
② Move
③ Shoot
④ Fight

① Priority

In the first turn priority always goes to the Good side. Thereafter both players roll a dice to determine who will move and shoot first during that turn. The player who scores the highest gets the priority. If the result is a draw, the priority goes to the player who didn't have priority in the previous turn. To remind you who has priority in each turn you can use a token, such as a pen, always passing it to the side that wins priority for the turn.

▲ DECIDING PRIORITY

In the Priority phase of each turn, players roll a dice to decide who will move their models first.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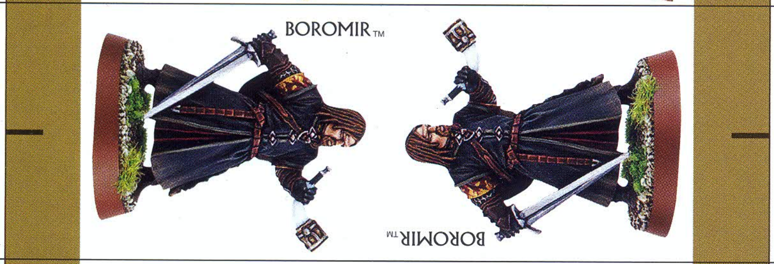
ARAGORN™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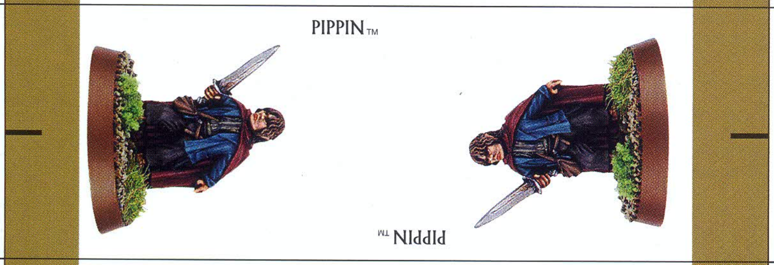
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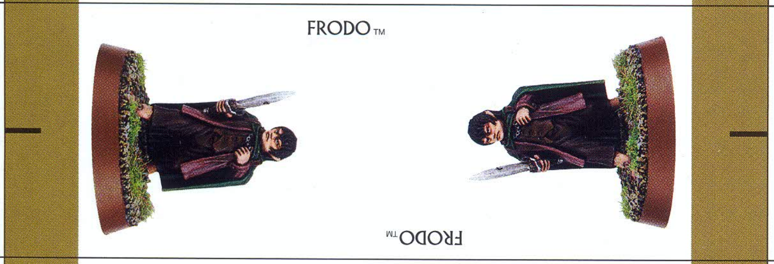
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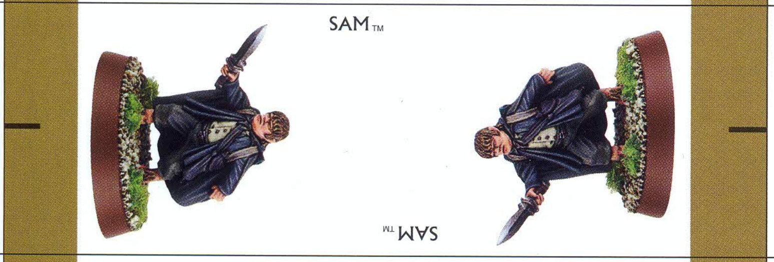

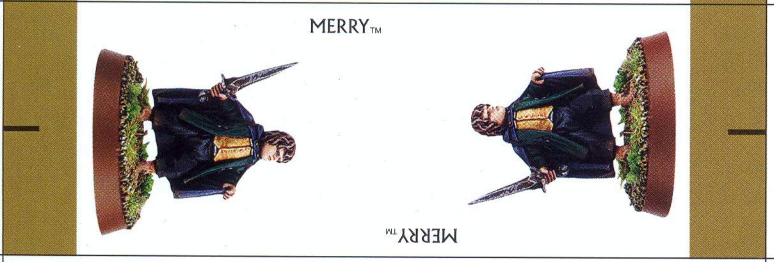
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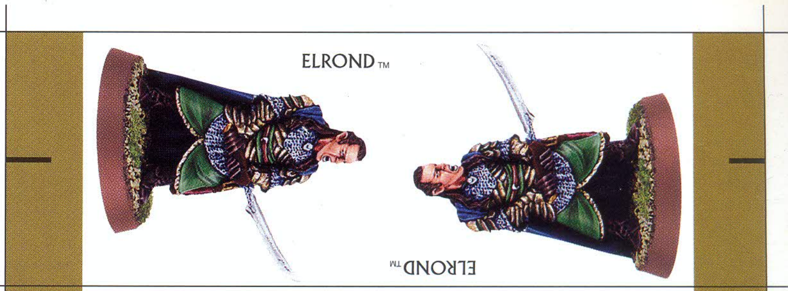
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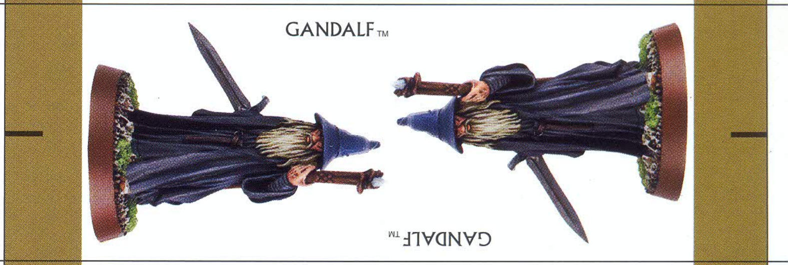
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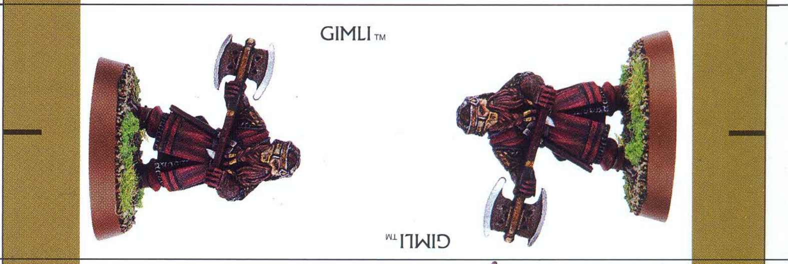
LEGOLAS™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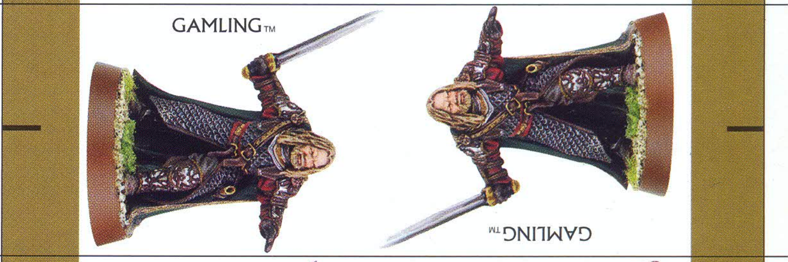
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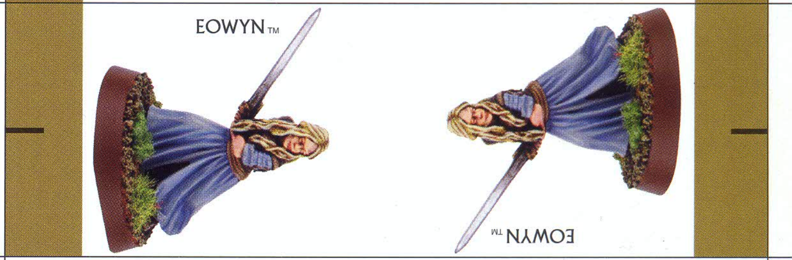
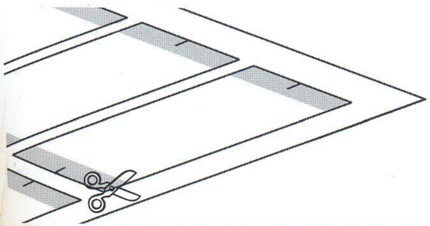

EOWYN™
EOWYN™

Full rules for using these characters will be provided in future Packs of *Battle Games in Middle-earth.*

ASSEMBLING YOUR LORD OF THE RINGS™ CHARACTERS

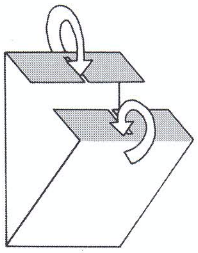
STAGE 1:

Using scissors, carefully cut out your character along the lines indicated. Then cut the two marked slots on the tab.



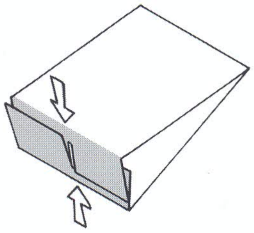
STAGE 2:

Fold the character in half along the dotted line, then fold the tabs at the bottom.

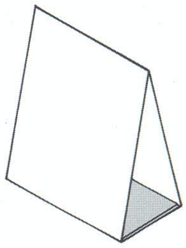


STAGE 3:

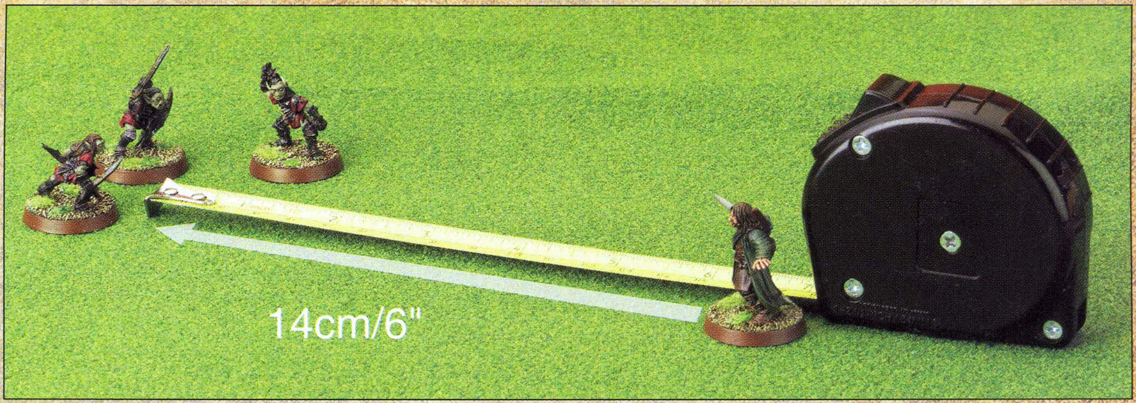
Finally, join the tabs together using the slots you made earlier.



Your character is now ready for play!



2 Move



USING THE MEASURE

Distances are given in both centimetres and inches. You can play using either system but don't mix the two. All measurements should be rounded up to the nearest full centimetre or half inch.

In the Move phase, the player with priority can move his models. You don't have to move all your models, but you can if you wish. You can move the Goblins up to 12cm / 5" in any direction, while Aragorn can move up to 14cm / 6". You cannot move through other models and you must stop if you move a model so that its base is touching that of an enemy model (in this case the model has in fact charged the enemy and engaged it in close combat – the fight is now up close and personal and must be resolved in the Fight phase).

After the player with priority has finished moving his models, the other player can move theirs, except for models that are already in base contact with the enemy. These cannot move any more as they are engaged in close combat.

3 Shoot

In the Shoot phase, the player with priority can open fire with all his models that carry bows and who are not in base contact with an enemy. Then the other player will do the same. To shoot, simply declare which model your archer is aiming at and measure the range. If the target is within 42cm / 18" of the bowman (56cm / 24" in the case of Aragorn's bow!) it is in range and you may shoot. For now we'll assume that other models that are in the way of the shot can be ignored, but you cannot shoot at a model engaged in close combat.

Hitting the Target

To hit the target with their arrows the Goblins need to roll a dice and score 5 or more, while Aragorn, who is a much better shot, needs only to roll 3 or more!

Wounding

If you hit the target, you need to determine if the arrow seriously wounds the target, or bounces harmlessly off the target's armour. This is called a 'roll to wound'. Aragorn needs to roll a 5 or more to wound a Goblin, but the Goblins need to roll 6s to wound the hero with their bows! A wounded Goblin is always removed from the game, as it will either die from the wound or end up being too incapacitated to take any further part in the fight. Aragorn, on the other hand, is capable of continuing to fight on even when seriously injured, in truly heroic fashion! To remove Aragorn from the game, you need to wound him three times. Remember to keep track of how many wounds he has suffered on a piece of paper.

CLOSE COMBAT

You cannot shoot a model engaged in close combat. In the above combat, the bowman cannot shoot Aragorn.

HITTING A GOBLIN

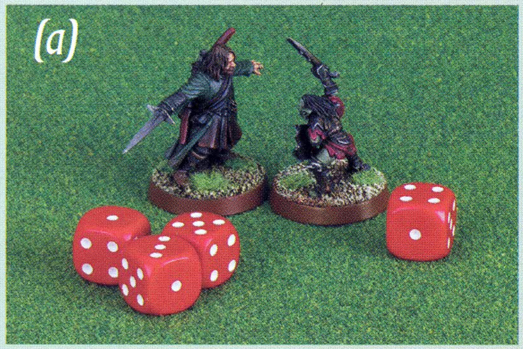
Aragorn rolls a 3, which means he hits the Goblin spearman.

WOUNDING A GOBLIN

Aragorn rolls a 5, which means he slays the Goblin spearman.

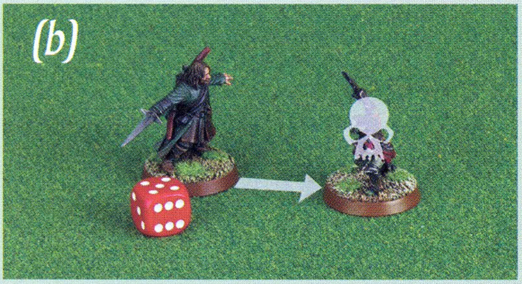
4 Fight

In the Fight phase, all models in base contact with the enemy must fight in close combat. To do this, the Evil side rolls a dice for each Goblin he has managed to bring into base contact with Aragorn, and picks the highest score he rolls. The mighty Aragorn always rolls three dice and then picks his highest result. The two sides then compare their best scores and the one with the highest score is the winner of that combat. In the case of a draw, Aragorn wins the fight! The losing models are moved back 2cm/1" and then the winning models strike at them, trying to wound them. If the Evil side has won, he rolls one dice for each Goblin involved in the fight. If Aragorn wins the fight, he always rolls three dice. In general it's usually easier to wound an enemy in close combat than with bow fire. Moria Goblins always need a 5 or more to score a wound on Aragorn in close combat situations, while our hero is able to remove an Goblin with each result of a 4 or more.



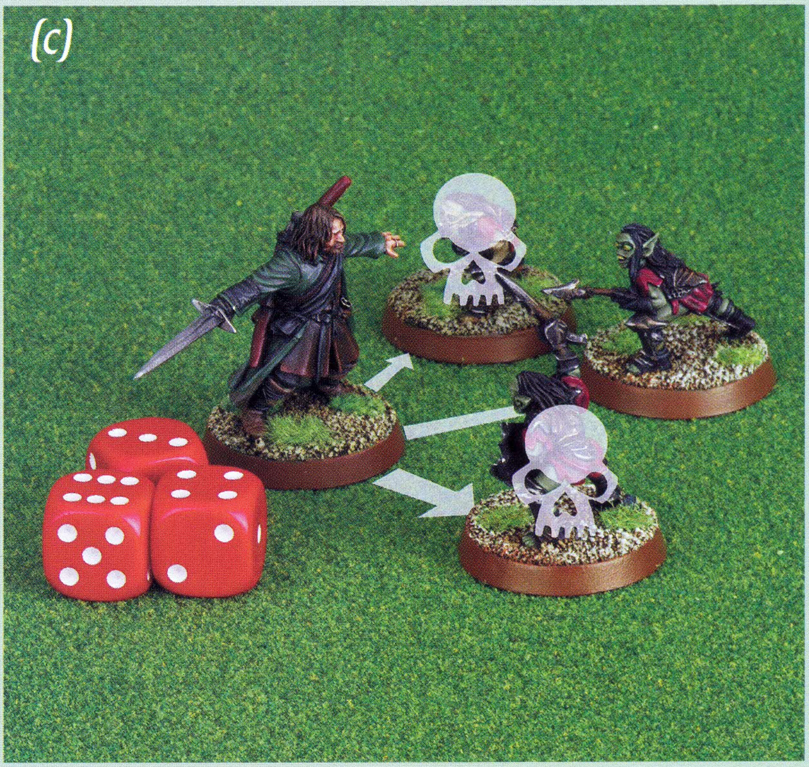
▲ ARAGORN VICTORY

Aragorn's highest score is a 5, which is higher than the Goblin's score of 4. He wins the combat.



▲ GOBLIN RETREAT

Aragorn won the combat and the Goblin moves back. Aragorn scores a 5 and slays the Goblin.



▲ ROLLING TO WOUND

Aragorn has just drawn in combat, which means he wins. All three Goblins are moved back, Aragorn then rolls to wound and scores a 3, 4 and 6. This means two Goblins are slain.

WINNING THE GAME

Good versus Evil

The Evil side wins the game if Aragorn is killed. The Good side wins if Aragorn manages to kill all of the Goblins, or if he is able to break right through the Goblin ambush by moving off the side of the game area opposite to the one that he started out from.

Wound Scoring

Alternatively, you may choose to use a more detailed system to determine the magnitude of the victory. Simply count the total number of wounds that have been suffered by Aragorn at the end of the game and then refer to the score table shown below.

SCORE TABLE

WOUNDS SUFFERED BY ARAGORN	GAME RESULTS
0	Good major victory
1	Good minor victory
2	Evil minor victory
3	Evil major victory

▼COMMON FOE
Moria Goblin models can be used in many Battle Games in Middle-earth *scenarios. In the next Gaming Guide, your Goblin miniatures are used as they battle against the Last Alliance of the Men of Gondor and the High Elves (shown below).*

Preparing Your Models

Although it is not necessary to paint your models in order to use them, many people find painting every bit as enjoyable as actually gaming – if not more so! Don't worry if you've never painted a miniature before, as these pages will provide you with a step–by–step guide to painting your first Battle Games in Middle-earth *model warrior.*

Under Attack!

A fully painted Aragorn is pictured here fighting against a horde of Goblins in a desperate combat in the depths of the Mines of Moria. Although you can play the 'Goblin Ambush' Battle Game (pg 8-13) in this Gaming Guide without painting your miniatures, only fully painted models on scenic terrain can capture the full tabletop wargaming experience. Combining both modelling and painting projects is also a rewarding experience in its own right, as it enables you to more fully recreate the amazing settings of Middle-earth.

PAINTING ESSENTIALS

YOU WILL NEED

THE BRUSH AND ACRYLIC PAINTS SUPPLIED IN THIS GAMING PACK

A SMALL POT OF CLEAN, COLD WATER

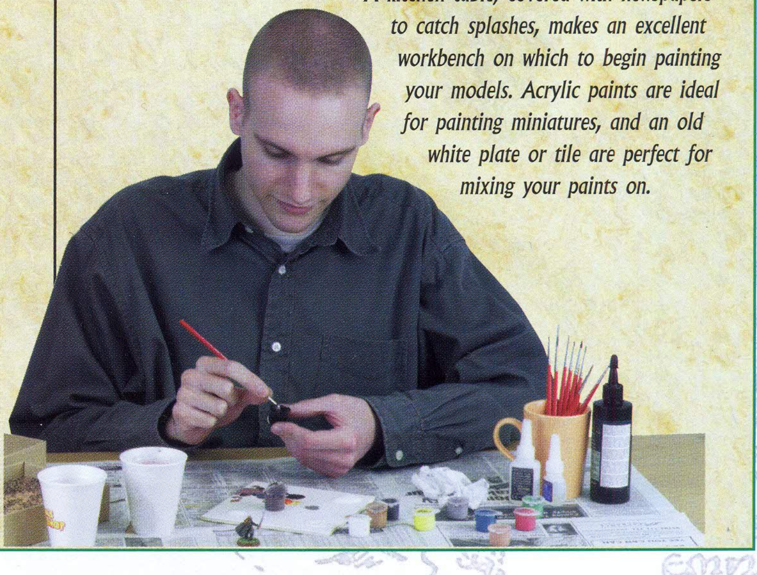
MIXING TRAY

NEWSPAPER

KITCHEN ROLL

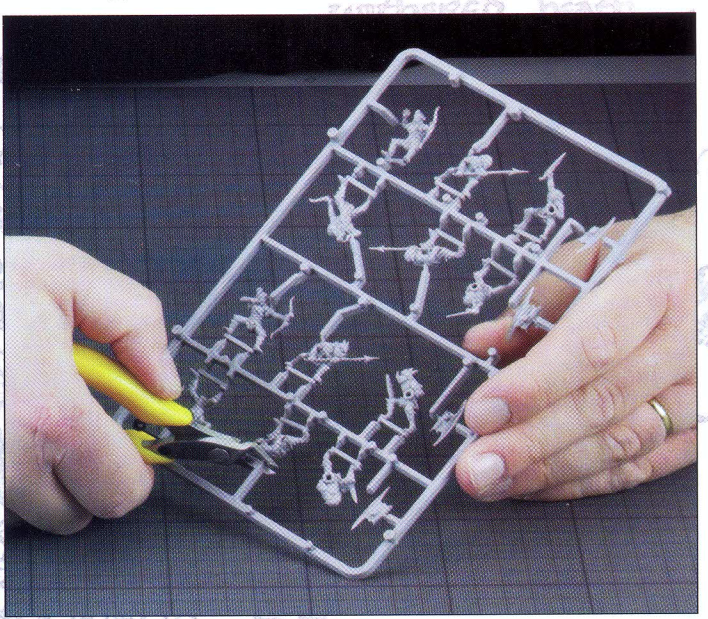
▼ A PLACE TO PAINT

A kitchen table, covered with newspapers to catch splashes, makes an excellent workbench on which to begin painting your models. Acrylic paints are ideal for painting miniatures, and an old white plate or tile are perfect for mixing your paints on.



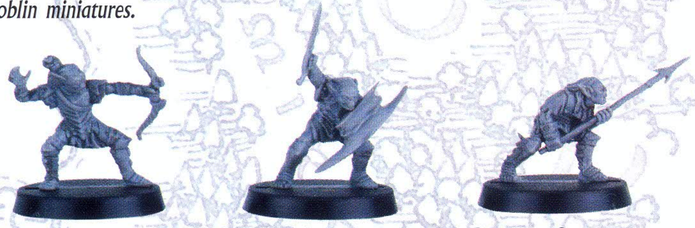
1 Assembling

Carefully remove the Moria Goblins from their frame using clippers or a craft knife. Be careful not to snap off any of their weapons. Remove the Goblins' shields from the sprue and slot them into the holes on the front of the Goblin swordsmen. You may also need to straighten any bent weapons. Finally, slot your models into their bases – use glue to secure them if they are unstable. Polystyrene cement (also called plastic glue) is best for this, but superglue will do fine as an alternative.



◄ *Take care when removing your Moria Goblin models from the sprue – the plastic models are easily damaged but can be repaired with polystyrene cement or superglue.*

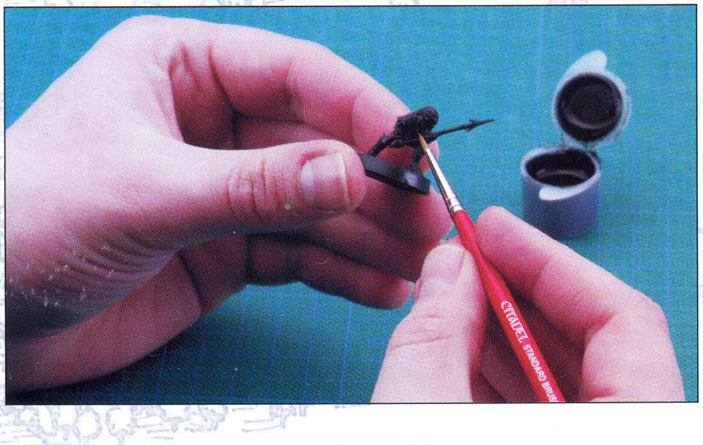
▼ *Assembled plastic Moria Goblin miniatures.*



Goblin Bowman   Goblin Swordsman   Goblin Spearman

2 Undercoating

Before you begin painting your miniatures you'll need to undercoat the models to ensure that you have an even base colour to paint on top of. Give your pot of black paint a good shake before opening to ensure it is mixed properly. Use your brush to put a blob of black paint onto the mixing palette. Then add a drop of water to the end of the brush and mix it into the paint on your palette. This will prevent the undercoat paint from becoming too thick and hard to apply. Hold the model by its base and carefully paint the whole model black (excluding the base). Don't worry if the paint is too runny – simply add a little more paint to thicken it. When you are finished, leave the miniature to dry, then clean and dry your brush on your kitchen roll.



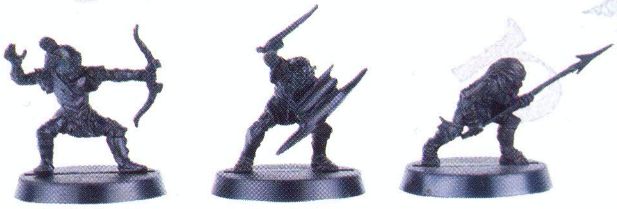
► *After mixing your black paint on a palette apply it to your miniature.*

TOP TIP

If you have applied your black undercoat a little heavily it may take quite a long time for your models to dry. You can either leave the models to dry overnight or use a hairdryer to help speed up the drying process.

Be careful not to get the models too hot as this will cause the paint to run!

▼ *Once the undercoat has been applied, your assembled models should look like this. Turn over the page to find out how to add detail to your miniatures.*



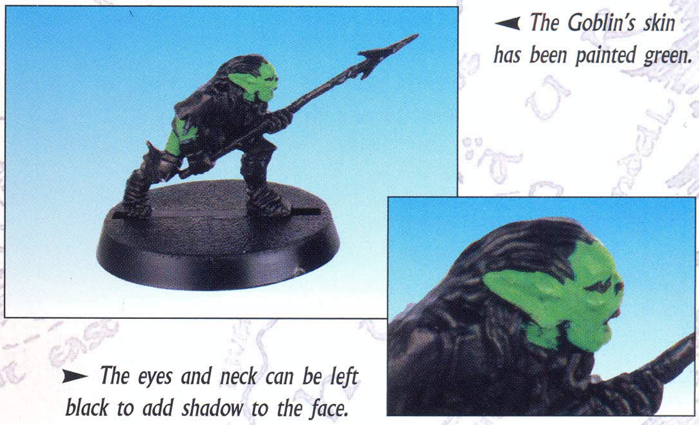
Moria Goblins™

The best way to learn to paint your models is just to get stuck in! Moria Goblins are ideal models to start with as you can achieve a great result using only four basic colours – brown, silver, green and black.

Painting your Goblin Spearmen

1 The Arms, Legs and Face

Pick one of the Moria Goblins equipped with a spear. Give the green pot a good shake before you open it to ensure the paint is properly mixed. Thin the paint slightly by mixing it with a little water on your palette. Make sure you cover all the skin between the Goblin's clothes, but leave the model's gloves, feet, eyes and neck black.

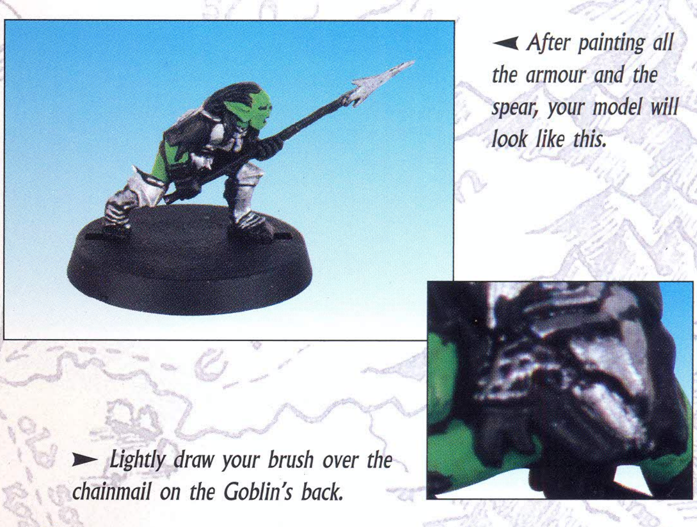


◄ The Goblin's skin has been painted green.

► The eyes and neck can be left black to add shadow to the face.

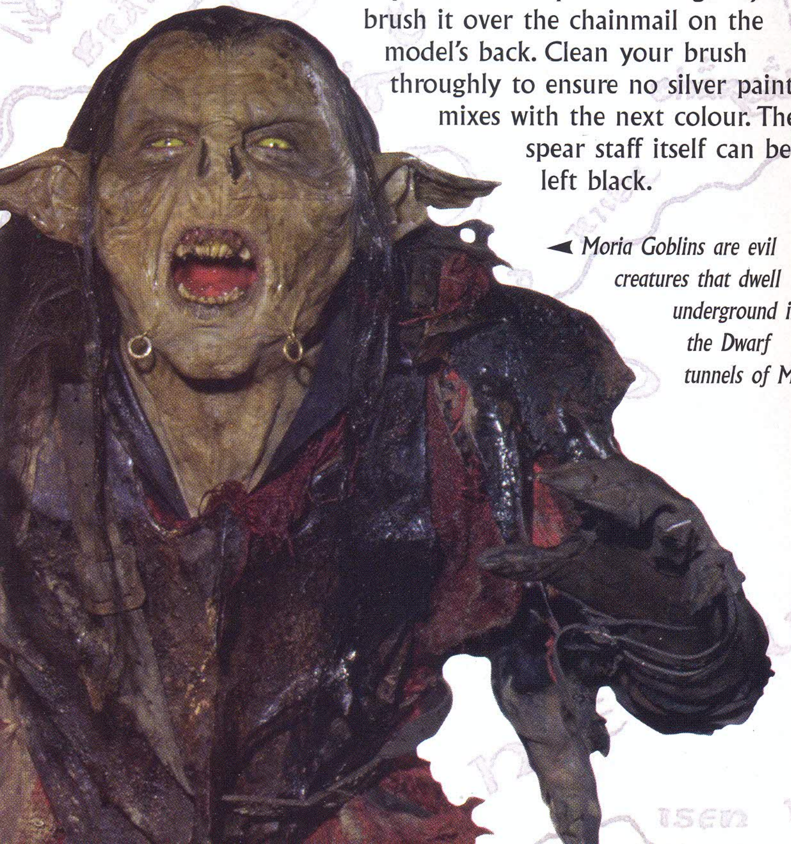
2 The Armour and Spearhead

Metallic paints do not need mixing with water, so just give the silver pot a good shake before opening. The Goblin's spearhead and armour both need to be silver. If you look closely you will see the armour on the Goblin's legs, shoulders and back is layered like scales. When you paint this, try and leave a little black line between each of the plates to create shadow. Dry your brush, add a little paint to the tip and then gently brush it over the chainmail on the model's back. Clean your brush throughly to ensure no silver paint mixes with the next colour. The spear staff itself can be left black.



◄ After painting all the armour and the spear, your model will look like this.

► Lightly draw your brush over the chainmail on the Goblin's back.



◄ Moria Goblins are evil creatures that dwell underground in the Dwarf tunnels of Moria.

TOP TIPS

Don't worry if paint strays onto areas where it is not wanted. Mistakes can always be painted over later and minor errors won't be noticeable during play.

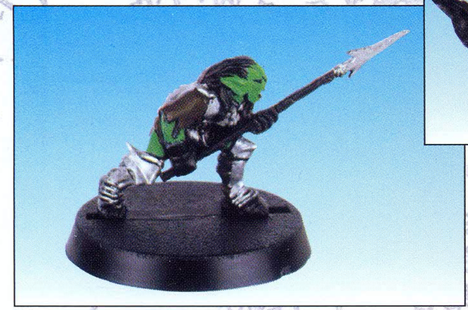
Wash your brush every few minutes to stop the paint drying inside the bristles.

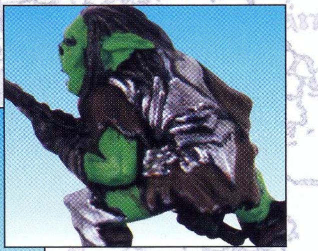
Dirty water can affect the brightness of your colours, so remember to change your water after every painting session.

3 The Cloth Areas

Now that you've painted the spearhead and the armour, it's time to tackle the fabric areas of the Goblin's clothing. Shake and mix the brown paint, just as you did earlier with the green. All of the cloth areas on the Moria Goblin model (on its back and around the arms) need to be painted brown. Don't worry if you get paint on any of the previously painted areas – all you need to do is wait for the paint to dry and then go back over it with the appropriate colour.

▼ At the end of Step 3, your Moria Goblin spearman will look like this.





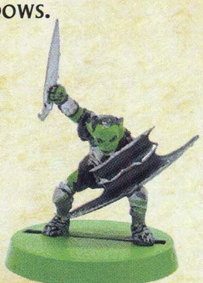
▲ Make sure that you paint all of the various cloth areas between the Goblin's armour.

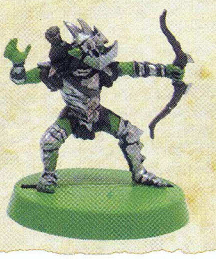
PAINTING YOUR SWORDSMEN AND BOWMEN

The Goblin swordsmen and bowmen can be painted in the same way as the Goblin spearmen, simply by working through steps 1 to 4. Following the same steps for each model will give the Goblins a unified look on the tabletop. The only thing you will need to paint differently on the swordsmen and bowmen are their shields and bows.

➤ GOBLIN SWORDSMAN

To give the shield a battle–damaged look, first paint it black, then gently run your brush over the ridges with a little silver paint, as you did with the chainmail.



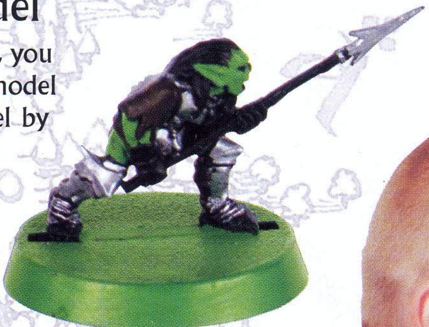


◀ GOBLIN BOWMAN

The Goblin's bow should either be painted brown or simply left black.

4 Finishing your Model

When the brown cloth areas are dry, you can add the finishing touch to the model by painting the base. Hold the model by its head and give the base two good coats of green paint. Your Moria Goblin is now ready for battle!



➤ Once you have finished painting the base of the model, your Moria Goblin spearman is complete!

▼ Many tabletop gamers put a lot of time and effort into painting their models. Part of the fun of the hobby is experimentation and developing your painting skills and techniques.

Alternative approaches

Experimenting with Colour

The Painting Workshop in this Gaming Guide shows you one way to a paint a Moria Goblin, but why not try experimenting with some of your other Goblin models?

For example, you could try the alternative approach of painting the skin brown and the clothes green. This is a very good way to practice your painting skills, as well as being creative and fun.

Making a Basic Battlefield

While you can play scenarios such as 'Goblin Ambush' on a plain, flat surface, it is much more enjoyable to play games over realistic terrain. Here are some simple ideas for making your first battlefield and creating scenery to inspire you!

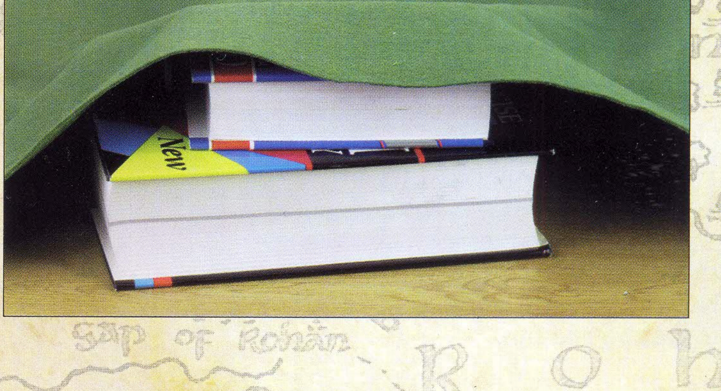
◄▲ *Realistic, detailed scenery can bring your* Battle Games in Middle-earth *scenarios to life.*

The Table

A typical kitchen table will be big enough to stage all except the largest battle on, but a larger table gives you the flexibility to create grander and more ambitious battlefields. Of course, if you have no other option there is always the floor, which has the benefit of being flat and large, and should you accidentally drop a model, you're unlikely to break it as it won't have too far to fall!

A Cloth Battlefield

One of the quickest and easiest ways of making a battlefield with a landscape of rises and falls is to use a large piece of cloth. You'll need a piece that's a suitable colour to represent the ground – ideally green or brown – and of a fairly heavy weight. A blanket is ideal. Spread the blanket over the table's surface and place books, magazines, or something similar underneath to create hills and valleys. Large, wide books such as dictionaries are ideal for creating mountainous regions.



Commercial Scenery

Most people will be familiar with the kind of detailed scenery available for model railway enthusiasts. A battle scene is very similar in many ways and you can use many of the same items and materials. Most model railway buildings, fences and actual constructions are a little small, but trees and foliage have no obvious scale and can be used to good effect.

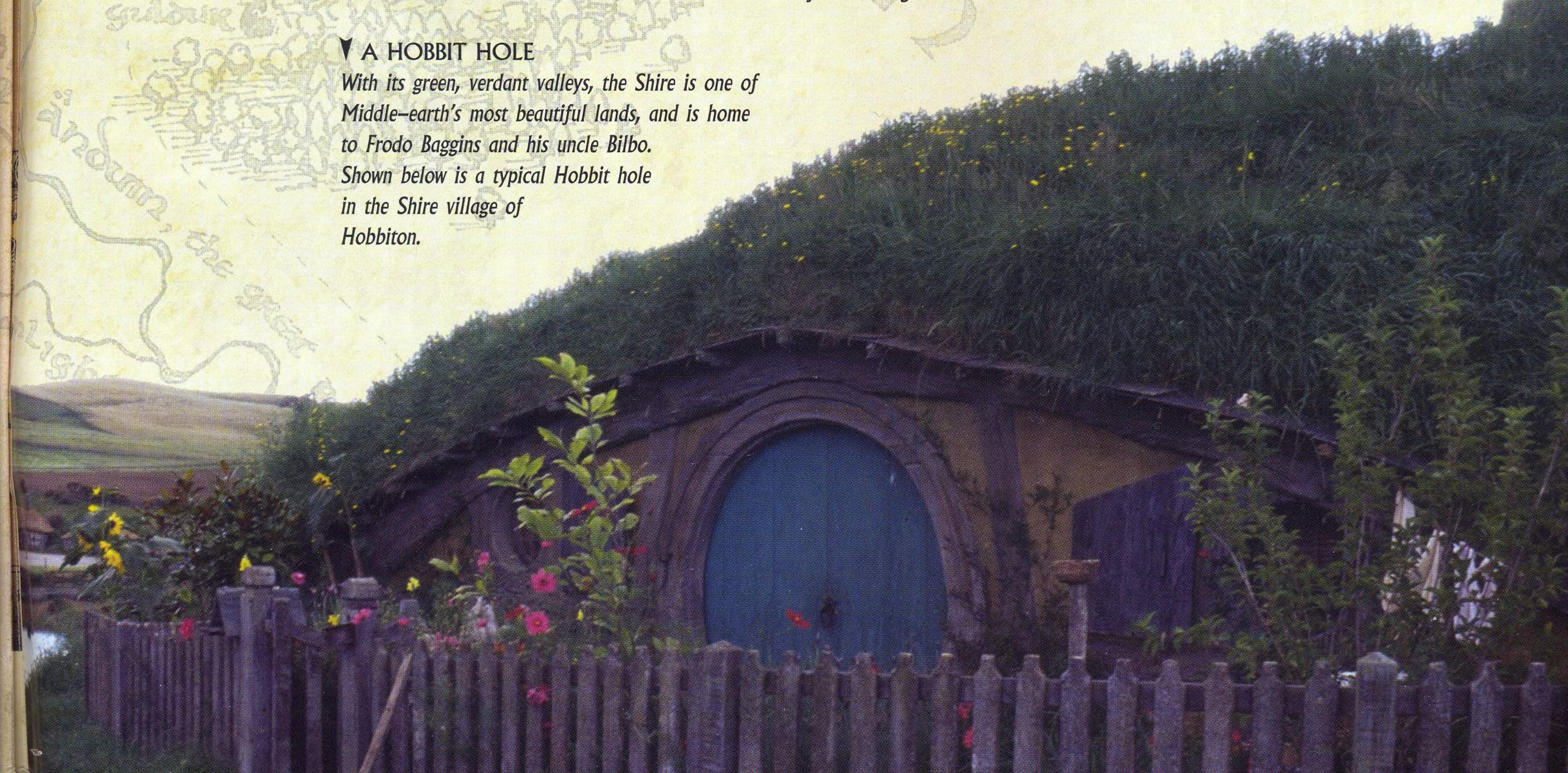
▲ *Model trees and foliage can be used to great effect when creating terrain for your scenarios.*

▲ *A few rocks and a scattering of sand produces an instant scene.*

▲ *Lichen can be used to represent scrub, bushes, or any other kind of similar vegetation.*

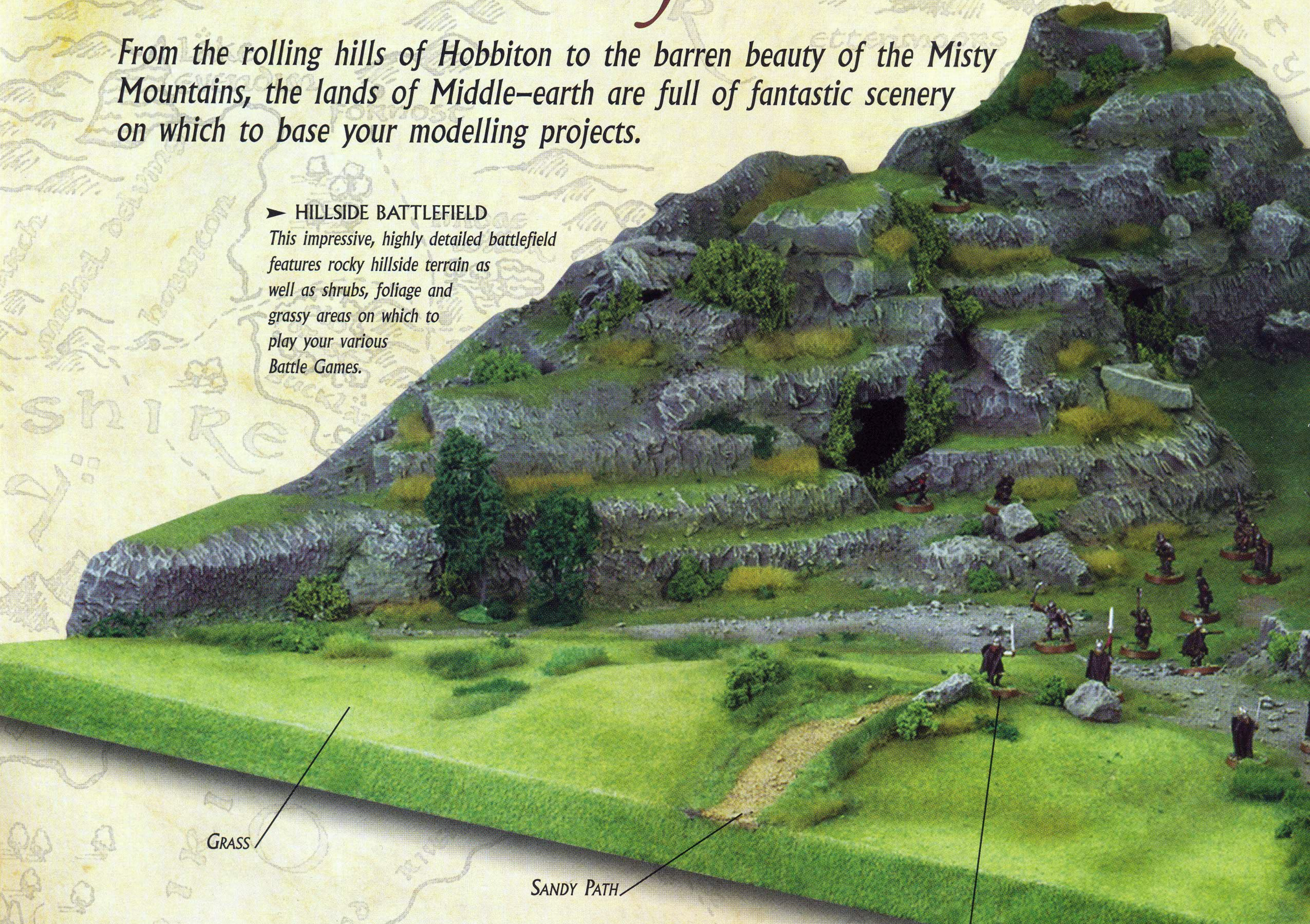
▼ A HOBBIT HOLE

With its green, verdant valleys, the Shire is one of Middle-earth's most beautiful lands, and is home to Frodo Baggins and his uncle Bilbo. Shown below is a typical Hobbit hole in the Shire village of Hobbiton.



Dream Battlefields

From the rolling hills of Hobbiton to the barren beauty of the Misty Mountains, the lands of Middle-earth are full of fantastic scenery on which to base your modelling projects.



➤ HILLSIDE BATTLEFIELD

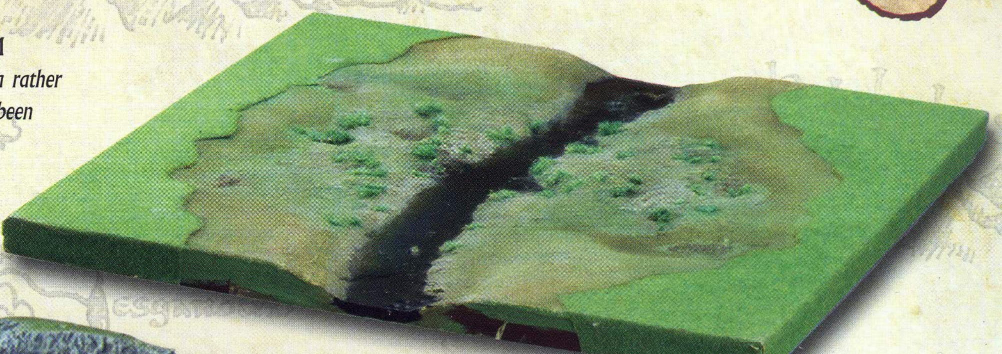
This impressive, highly detailed battlefield features rocky hillside terrain as well as shrubs, foliage and grassy areas on which to play your various Battle Games.

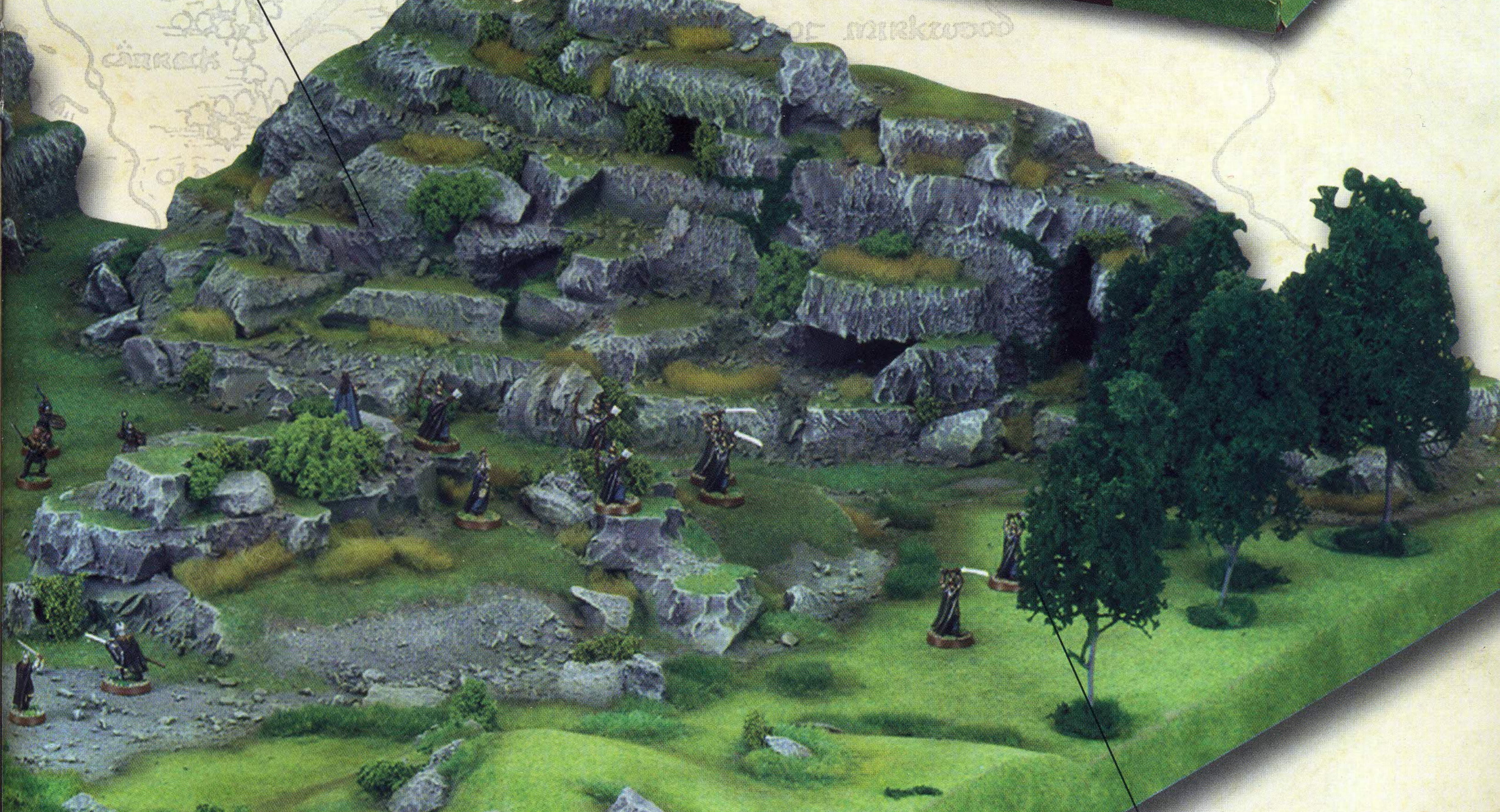
◄ ROCKY PLAIN

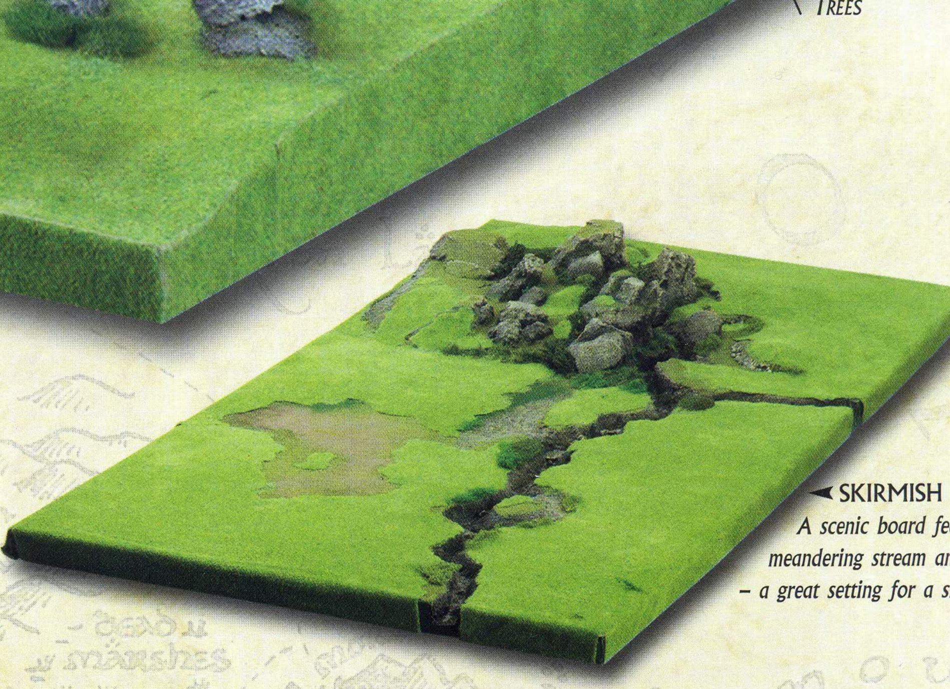
This battlefield features a grassy plain and winding river, along with a few rocks, trees and shrubs.

➤ BATTLE BY THE STREAM

This is another scenic board with a rather nice boggy stream. The water has been painted with a coat of clear varnish to make it look more realistic.







◄ SKIRMISH SETTING

A scenic board featuring a meandering stream and rocky outcrop – a great setting for a skirmish.

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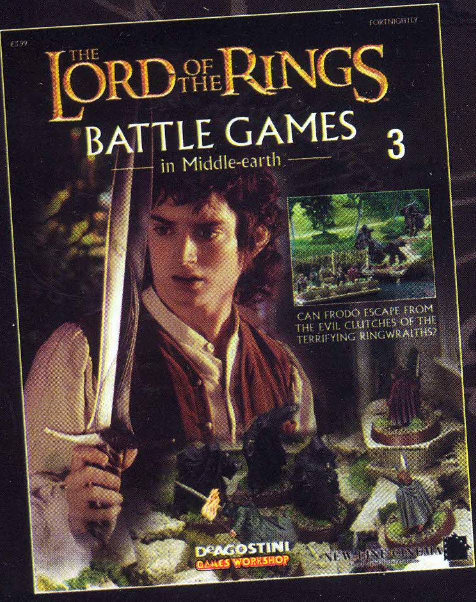
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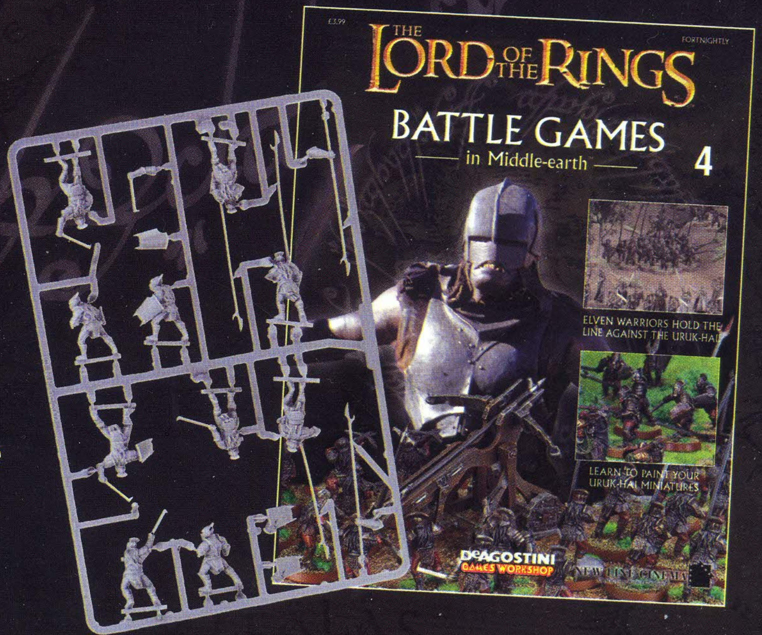
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